**IN THE ABSTRACT**

Please replace the Abstract with the following Abstract:

The present invention provides a method of scheduling packet in a wireless telecommunication system, in which the user packet queues to be transmitted are divided into the user packet queues with ~~lost~~ packet loss and the user packet queues without ~~lost~~ packet loss; for the user packet queues with ~~lost~~ packet loss, if a real time lost loss ratio of packet for the user ~~excesses~~ exceeds a predetermined ~~lost~~ loss ratio threshold of packet, terminate a connection to the user; if the real time ~~lost~~ loss ratio of packet for the user does not ~~excess~~ exceed the predetermined ~~lost~~ loss ratio threshold of packet, schedule the user packet queues according to a volume of the ~~lost~~ loss ratio of packet; for the user packet queues without ~~lost~~ packet loss, schedule according to packet lengths, channel quality states, time delays and time delay jitters. The present invention decreases the packet ~~lost~~ loss ratio by giving priority to scheduling users with high packet ~~lost~~ loss ratio under the condition of existing a certain extent of packet ~~lost~~ loss, takes the requirements of user packet service sensitive to the time delay jitter into full consideration, and controls the time delay jitter to maintain invariable, therefore improves the telecommunication quality of those users.